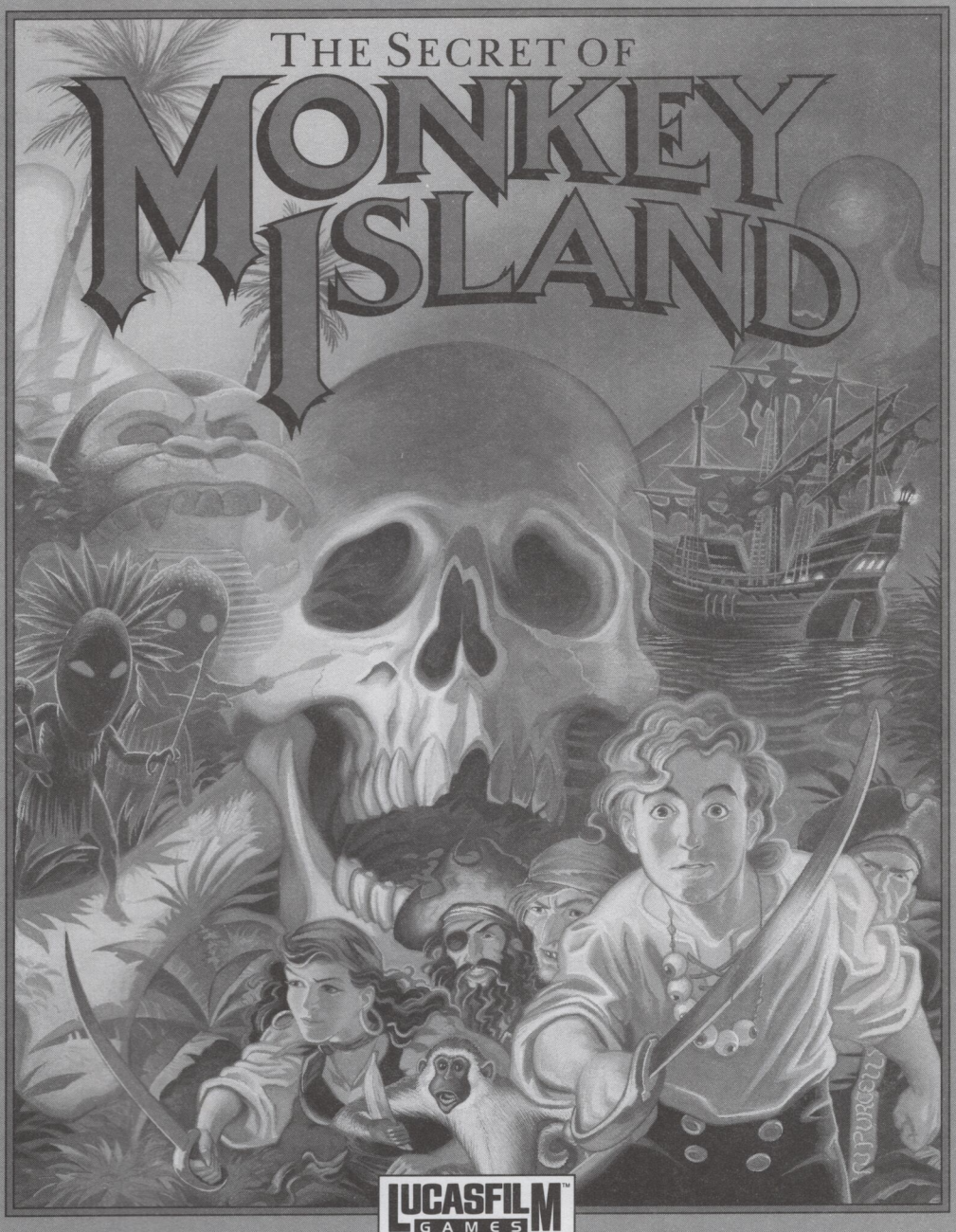


HINT BOOK

The Secrets of The Secret of Monkey Island™

Credits

Hint book by Jim Current and Bret "Egg" Mogilefsky
Edited by Andrea Siegel, Kirk Roulston, and Judith Lucero
Produced by Stacey Lamiero, Carolyn Knutson, and Mary Bihr
With assistance and moral support provided by Bret Barrett, Aaron Muszalski, and the rest of the testers.
Designed by Mark Shepard
Maps by Bill Eakin
Lead testing by Judith Lucero and Kirk Roulston

The Secret of Monkey Island™ was created and designed by Ron Gilbert
Written and programmed by Dave Grossman, Tim Schafer, and Ron Gilbert
Background art by Steve Purcell, Mark Ferrari, and Mike Ebert
Animation by Steve Purcell, Mike Ebert, and Martin Cameron
Original Music by Michael Land, Barney Jones and Andy Newell (of earwax productions), and Patrick Mundy
"SCUMM" Story System by Ron Gilbert, Aric Wilmunder, and Brad Taylor
Produced by Gregory D. Hammond

Lucasfilm Games V.P. and General Manager, Stephen D. Arnold
Managing Director, Doug Glen
Director of Operations, David Fox
Marketing Manager, Stacey Lamiero
Public Relations, Betsy Irion
Administrative Support by Wendy Bertram, Meredith Cahill, Alexa Eurich, Paula Hendricksen, Debbie Ratto, Andrea Siegel, and Lisa Star

The Secret of Monkey Island, Mêlée Island, character names, and all other elements of the game are trademarks of LucasArts Entertainment Company. ™ and © 1990 LucasArts Entertainment Company. All rights reserved.

Additional copies of this hint book may be ordered from:
Lucasfilm Games
PO Box 10307
San Rafael, CA 94912
U.S.A.: 1-800-STAR-WARS (1-800-782-7927)
Canada:1-800-828-7927

For more tips on this or any other game from Lucasfilm Games, call: 1-900-740-JEDI (1-900-740-5334) in the United States only. Each call costs 75¢ per minute.

Credits 4

Introduction 6

Hints Section 9

Mêlée Island™ Map 34

Mêlée Island™ Forest 36

Pirate Ship Plans 37

Monkey Island™ Map 38

Ghost Ship Plans 40

Insults/Comebacks List 41

Useful Objects List 43

The Memoirs of Guybrush Threepwood:
A Monkey Island Walk-through 49

Things to Try 62

Welcome to the secrets of the Secret of Monkey Island™!

This hint book is divided into sections: the hints section will be the most useful for you if you are stuck on one particular puzzle. Turn to the portion of the hints section that corresponds to the puzzle you are stuck on, look for the question that you need answered, and use the red decoder strip to read the hints. The hints are organized in such a way that on each question, the first hint you read will give the minimal amount of information needed to solve the puzzle. However, it could be all you need to set you on the right path to a solution. If the first hint doesn't help you enough, continue reading down the line of hints. They will get more specific until the last hint, which will tell you exactly what you need to do to solve your puzzle.

The maps section will help you navigate around the islands and could point out some areas that you have missed. The insults section will help you in the sword fighting trial by telling you the correct response to each insult. These responses allow you to defeat your opponent in a sword fight. This will be especially useful if you are stuck because you cannot defeat the Sword Master. The useful objects list tells you where all the useful objects in

the game are located and what they are used for. This list alone contains solutions to the majority of the puzzles in the game, so use it sparingly if you want to solve some of the puzzles on your own.

The next section of the book contains the story published by Guybrush Threepwood after he finished the adventure on Monkey Island.™ It is a complete walk-through that will lead you through the entire game puzzle-by-puzzle. It is most useful if you find yourself running low on time to play **The Secret of Monkey Island**, but you still want to see most of the puzzles and graphics that the game has to offer. Keep in mind that the walk-through won't show you everything, rather, it shows one way of completing the game.

The final section of the book is a list of some of the "extras" the designers added to the game that aren't essential, but are interesting to see and fun to play through. This section will be most useful if you already have a disk full of games that were saved along the way through **The Secret of Monkey Island**.

Within this book you will find the collected knowledge of all the Lucasfilm testers who worked on **The Secret of Monkey Island**. Use it wisely, and have fun on Monkey Island.™

Part One: The Three Trials

Should I talk to the pirates in the Scumm Bar?

They can give you some clues about the situation on Mêlée Island.™

If you ask the right questions, the pirate next to the door will gossip about the Governor.

The one at the middle table can tell you more about the fearsome pirate, LeChuck.

The dog by the curtain will tell you the entire story. He provides detailed directions to various points of interest, a complete list of the objects you'll need and where to find them, and an exhaustive analysis of all the puzzles and their solutions. You **do** speak canine!

Talk to the important-looking pirates in the back room, on the other side of the curtain.

What should I say to the important-looking pirates?

First, tell them you want to be a pirate. They'll outline, briefly, what you have to do in order to qualify.

Now you can ask them to tell you more about each of the three trials. Pay close attention to what they say; there are lots of clues in each explanation.

Sometimes, if you get stuck on one of the trials, you can go back and get more information from them.

Where does the door by the fireplace lead?

It leads to the kitchen.

The cook won't let me through the door by the fireplace!

Every so often, he comes out to glare at the pirates in the main bar.

If you try to enter the kitchen when he's still in the back room, he'll come back and stop you...

...but if you wait until he's gone past the curtain, into the main bar, he won't be able to see you or stop you.

Shouldn't I be swilling some of this grog in the kitchen?

Did you ask the important-looking pirates what's in that stuff?
Are you sure you want to **drink** it?

Anyway, you haven't qualified as a pirate yet. One thing at a time...

Do remember where it is, though. It might come in handy later.

What do I need from the kitchen?

Everything you can carry with you.

Pick up the pot from under the table, and the meat from the top of the table.

Be sure to get the fish from the dock outside.

I want that fish.

Then you better get rid of that gull.

Try walking around the dock. You might scare it off.

Walk to the lower right-hand corner of the dock to make the gull pop into the air. Do it again. And then again. Pick up the fish before he lands.

What should I say to the Citizen of Mêlée?

Tell him you once had a barber named Dominique.
He'll offer to sell you a map. Of course, you'll need money.

What's the point of talking to the Men of Low Moral Fiber?

They are quite knowledgeable about rats and circuses.

You can get two pieces of eight from them if you are willing to take a copy of the minutes of the last Mêlée Island™ PTA meeting.

What good is the chicken in the Voodoo Shop?

There is no immediate use for it... but, as Guybrush says,
"There surely must be a use for a rubber chicken with a pulley in the middle."

Use it to get across the cable to Meathook's tourist trap.

You'll find another use for it after you leave Mêlée Island.™

What should I say to the fortune-teller?

Whatever you like.

You may want to ask her about your future.

Do I have to complete the trials in the same order the important-looking pirates listed them?

No, you can approach in whatever order seems most convenient.

Where can I find a treasure map?

You need to buy one from the Citizen of Mêlée, the sneaky-looking man on the corner.

Tell him you once had a barber named Dominique.
He'll offer to sell you a map. Of course, you'll need money.

How can I get a sword?

You need to buy one from the storekeeper.

The sword is lying on top of the trunk near the counter at the store.

Pick up the sword. Ask the storekeeper about the sword. You'll need money.

I'm broke. Where can I get some money?

Outside town.

There's a circus troupe that's looking for some volunteers.

Go to the big top in the clearing and talk to the Fettucini Brothers.

The Fettucini Brothers say I need a helmet. Where is it?

You don't really need a **helmet**. You just sorta need a kinda helmet.

Something else you probably already have will serve as a helmet.

Use the pot from the kitchen in the Scumm Bar.

I'm rolling in dough. Now what?

Spend it all.

The storekeeper has most of what you need.

The Citizen of Mêlée can sell you a map for the treasure hunt.

Buy the sword and the shovel from the storekeeper.

FIRST TRIAL: MASTERING THE SWORD

I've got a sword; how do I learn how to use it?

Somebody on the island can train you.

Captain Smirk can train you. He lives in the house on the south side of the island.

When I try to go to the lights or the house, I'm stopped by a troll. How do I get past?

The troll wants you to give him something, and he'll describe what it is that he wants.

Think like a mystery writer.

Red herring: a plot device that attracts attention but has no real importance.

Give him the fish (from the dock behind the Scumm Bar's kitchen).

Captain Smirk keeps turning me away. How do I get him to train me?

Use machismo. Be assertive.

He wants money for his services.

Let him see your sword.

Tell him you want to be like the Sword Master, then tell him you do so have what it takes... until he agrees to train you.

How can I practice sword fighting?

You should practice fighting with the pirates that wander the island paths.

You can stop the pirates by standing in their paths. The first junction from lookout point is a good spot (see Mêlée Island Map on page 34).

The pirates won't stop unless you are standing still and they bump into you.

The wandering pirates keep beating me!

Every time a pirate uses an insult or comeback you haven't heard before, it will be added to your repertoire.

Try deliberately losing a few fights to hear some good insults, then get in another fight and use those insults to learn the correct comebacks.

You can look at the insult chart on page 41 to make sure you have the correct comeback for each insult.

Where's the Sword Master?

In the forest.

You probably won't be able to get through the forest by yourself. You need a guide.

The storekeeper knows where she lives.

Tell the storekeeper you want to see the Sword Master, then follow him when he leaves to talk to her.

The Sword Master says I'm not worth dueling!

You aren't. Yet.

Have you been trained yet? And did you practice fighting on the regular pirates?

You can get trained at Captain Smirk's house, on the south side of the island.

Fight with the regular pirates that wander around the island until one of them tells you, "You're good enough to fight the Sword Master."

The Sword Master keeps beating me!

You might need more practice.

The comebacks you have might work with her insults, even if you haven't heard those insults before. Be creative.

You can look at the Sword Master insult chart on page 42 to make sure you have the correct comebacks for the Sword Master's insults.

SECOND TRIAL: THIEVERY

Where's the idol?

The Governor keeps it at her mansion.

Her mansion is on the far side of town, past the dock, through the arch, up the street, around the corner, down the street, past the cliff, past the deadly piranha poodles, and to the right.

How do I get past the deadly piranha poodles?

They probably like eating meat.

You could add some "seasoning" to the meat found in the Scumm Bar's kitchen.

Pick up a petal from the yellow flowers in the forest, apply it to to the meat, and give the meat to the poodles. Don't worry, they won't die.

I need another piece of meat. Where can I get it?

Every so often, the cook takes out another piece of meat.

Just check back in the Scumm Bar kitchen.

What do I do once I'm inside the mansion?

Go through the door on Guybrush's left.

Sit back and enjoy the show.

I need a file. Where do I get a file?

Did you try asking around town?

Talk to the Otis, in the prison.

Get the cake from him. It'll come in handy.

Open the cake.

I can't talk to the prisoner!

You could, but it's unpleasant.

The prisoner needs his breath freshened.

A breath mint would do the trick.

After you talk to the prisoner, go talk to the storekeeper.
He has breath mints behind the counter.

I guess now I need some rat repellent...

Try a substitution.

What works against one type of small rodent
might work against other types of small rodents.

Give the gopher repellent (from your first visit to the mansion) to Otis.

Otis gave me this stale cake. What good is that?

There must be a reason why it's so heavy...

It has a file in it.

Open the cake.

I'm back in the mansion, but the doors are locked. How do I return to the back rooms?

Don't use a door.

Climb through the hole in the wall.

Fester tossed me in the drink. Now what?

Guybrush can hold his breath for ten minutes... better hurry!

You need to be able to move around.

The sharp objects around you are out of your reach. Try another approach.

You already have everything you need to escape.

Well, you still need the idol.

Pick up the idol.

Who is standing up on the dock?

Common criminals and felonious types. Don't worry about them.

THIRD TRIAL: TREASURE HUNTERY

Where do I find the treasure?

You need a map to the treasure.

The Citizen of Mêlée on the street corner can sell you a treasure map.

Where do I find a shovel?

Try the store on High Street.

Where can I get some money?

Outside town.

There's a circus troupe that's looking for some volunteers.

Go to the big top in the clearing and talk to the Fettucini Brothers.

That map I bought turned out to be dancing lessons! How do I get my money back?

You don't. This is the map that you need.

The dance steps are disguised directions to the treasure.

Go to the forest and follow the instructions on the map. Ignore the "Two-three-four!"s (unless, of course, you feel like singing along).

"Right" and "Left" refer to the right and left sides of the screen.
"Back" means the central paths toward the top of the screen.

I followed the map directions; this part of the forest doesn't look different!

Try exploring a bit more. This part of the forest is bigger than the parts you've seen so far. Head to the right.

If you don't find the "X," find your way out of the forest and try again.

When you first enter the forest, walk to the back path. You'll find yourself in another part of the forest... walk to the path on the left-hand side of the screen to yet another part of the forest... from there, walk to the path on the right-hand side of the screen. The rest of the directions are left, right, back, right, left, back then walk to the right to see the important part of the room.

What do I do now that I've found the "X"?

Dig it up.

"Use shovel with X"

You can buy a shovel at the store in town.

FOURTH (somewhat unexpected) TRIAL

What do I do after I've completed the three trials?

Go back to the Scumm Bar and celebrate with the pirates!

What's all this about the Governor?

She's been kidnapped!

Wouldn't you like to rescue her?

You need a ship and a crew so you can go to Monkey Island.™

Where do I get a ship?

You could ask the fortune-teller.

Try Stan's Used Ship Emporium.

Go to the lights outside of town.

How can I buy a ship when I don't have enough cash?

There are alternate ways to finance large purchases.

Stan accepts credit.

The storekeeper extends credit.

Ask Stan for credit, then go to the storekeeper's.

I'm at the storekeeper's, but I don't get a chance to ask for credit.

You have to talk to Stan and get him to tell you about credit first.

How do I get credit from the storekeeper?

You're a pirate, now. Lie and steal.

Tell the storekeeper you have a job, even if you don't.

Pay close attention when the storekeeper opens the safe (count the clicks and watch the direction of the handle).

The storekeeper doesn't believe I have a job. Help!

Remember, you're a pirate.

Get rid of the storekeeper and open the safe.

Use the combination the storekeeper used to open the safe.

How do I get rid of the storekeeper?

Distract him with one of his outside interests.

Ask him to go to the Sword Master's again.

How do I open the safe?

Monkey see, monkey do.

Use the same combination the storekeeper used. Push (clockwise) and pull (counterclockwise) the handle the same number or times in each direction as the storekeeper did. You can use the right mouse button function to speed this up: for the first round, you will need to Pull the handle. Next, select Push and click on the handle **using the left mouse button.** At this point, Push becomes the auto-highlighted verb until you're finished with that round and use the same procedure to change the verb back to Pull. If you mess up, reset the lock by turning the handle until it makes a noise and points straight up – or by leaving the shop and re-entering it – and try again.

I've got a letter of credit, but it isn't enough for the boat I want.

It isn't enough for the list price on **any** boat here.

You can talk Stan down on the cheapest boat–the one at the end of the dock.

Keep bargaining with Stan until he accepts your offer. Have you ever bought a used car before?

Don't give Stan a high offer until you've softened him up. Ask about the extras and tell him you don't want them. Threaten to leave (but don't actually do it). Raise your offer slowly. Have patience, he'll come around.

Assembling a Crew

Where do I get a crew?

You've already met at least two of the members of your crew.

You only need three people to crew the boat.

You need the prisoner, the Sword Master, and Meathook.

Meathook lives on the north side of the island across the channel.

How do I get the Sword Master to join me on my quest?

Just tell her the Governor's been kidnapped.

How do I get the prisoner to join me on my quest?

He can't help you very much from jail.

Help him escape...

How do I get the prisoner out of jail?

There is something you can use to melt the lock.

You need something acidic.

Pour grog on the lock of his door.

Where do I get grog?

Get a mug from the Scumm Bar, take it into the kitchen, and use the mug with the barrel.

How do I get the grog all the way to the prison? The mug melts!

There must be a use for all those extra mugs.

When a mug is about to melt away (when your inventory says, "Mug near death"), transfer the grog to a new mug by "using" the mug near death with the new mug. You should be able to make it there with two or three mugs to spare.

I used up all the mugs before I got to the prison. Now what?

Go back to the Scumm Bar and look around.

In the midst of his grief, the cook still takes care of business; you'll find more mugs on the tables.

Otis just walked out! I thought he was going to join my crew.

He is going to join your crew. He's just happy to be free right now.

Who is Meathook?

Meathook is a guy with a cool tattoo who lives on the north side of the island by the shore.

He will join your crew if you convince him to.

I'm at the shore, but I can't get across the water to Meathook's house.

Cable... pulley.

Use the rubber chicken with the pulley in the middle with the cable.

How do I convince Meathook to join my crew?

Meathook wants to know that you are a capable leader. Show him you are.

You need to impress him.

Volunteer to face the beast that Meathook keeps.

Open the door and taunt the parrot.

I made a deal for the boat and I've lined up all three members of my crew. How do I set sail?

Go to the dock. Stan and your crew members will meet you there.

Part Two: The Pirate Ship

This is mutiny! How do I make the crew shape up?

They seem fairly firm in their resolve. Did you try threatening them?

I see your point, thanks.

Your crew will no longer be of any help to you.

What do I do now?

Try exploring the ship.

Collect everything you can find.

Find the captain's log. It has important clues.

The captain's log is in the drawer in the desk. Open the drawer, then look at it.

How do I open the cabinet in the Captain's cabin?

The key is hidden in a box of cereal in the cupboard in the ship's galley.

The prize is the key. Look at the prize to reveal its inner nature.

I have a recipe, but I can't find all the ingredients. What do I need?

Think substitutions.

Ingredients:	Substitute:
1 Cinnamon stick	cinnamon sticks
4 Leafs of Mint	breath mints
1 Human Skull (pressed)	Jolly Roger
1 squirt Squid Ink	ink
2 pts Monkey Blood	fine wine
1 Live Chicken	chicken
3 oz. Brimstone	gunpowder
1 or more of the following: pyridoxine hydrochloride, zinc oxide, yellow 8, mine mononitrate and BHA.	cereal

How do I make the recipe now that I have everything?

Most people cook in the galley.

Use all the ingredients in the cooking pot over the fire in the galley.

What do I do if I make a mistake in the recipe? Did I ruin everything?

Not to worry; anything extra will just add more body and flavor.

How do I get to Monkey Island™?

Remember the Fettucini brothers?

Shoot yourself out of the cannon.

Is there anything I can do with the cannon?

You need a fuse, a helmet, something to light the fuse, and some gunpowder.

Use the small pot from the galley as a helmet.

Use the rope from the cargo hold as a fuse.

Get gunpowder by opening the kegs on the left-hand side of the cargo hold.

Use something flammable, such as the feather pen or the treasure map, in the fire under the cooking pot. Use it to light the fuse.

Use the rope on the cannon. Use the gunpowder in the cannon nozzle. Use the flaming mass on the fuse. Use the pot.

If you find it's too hard to do it that way, use the rope on the cannon, use the gunpowder on the cannon nozzle, stand near the cannon, and use the pot. If you have a flaming mass, the rest will happen automatically.

Part Three: Monkey Island™

I'm on the island. Now what?

Find LeChuck's hideout and rescue the Governor.

Try some exploring. Walk into the jungle.

How can I use the rowboat?

You can't until you've explored the island a bit.

The rowboat has no oars...

...but there are probably oars somewhere on the island.

You need the oars from the bottom of the crack.

What's with all the memos? Are they important?

Read them all. Watch for clues.

What can I do at the crack?

You need those oars at the bottom of the crack.

You'll need some rope to climb down there...

There's a piece of rope at the fort on the volcano.

There's another piece at the pond.

Use one rope with the tree branch (that'll get you halfway down), then use the second rope with the sturdy stump.

I'm at the pond. What can I do about the man hanging there?

He's got something you need... a piece of rope, coiled in his hand.

You can't get up to him. You could, however, try to get him down.

Look at how the rope is attached to the log...

You have to flood the pond, raising the log and lowering
Dead Cousin Ted to the ground. Then you can get the rope.

You can flood the pond by getting rid of the dam at the fork in the river.

How do I get rid of the dam?

You can blow it up.

You need the gunpowder and the spyglass from the fort.

Use the gunpowder in the dam... then ignite it.

There's an obvious way... and a clever way.

Look at the noteworthy rock.

You could use the flint with something made of metal
(such as the magnetic compass), to strike a spark.

Or you could use the spyglass.

Open the spyglass. Stand by the gunpowder.
Use the lens with the sun. Hang on to your hat.

Why is Toothrot so annoying? What am I supposed to do with him?

He's lonely, and hasn't had anybody to talk to for years...

Have you tried making friends with him? He's shy, and it may take a few tries.

Toothrot has information about where LeChuck is...

...and a key you'll need...

...but you'll need to convince him to help you.

Toothrot wants his banana picker back from the natives. Go get it and give it to him.

I'm at the fort. What can I do here?

You can pick stuff up.

There are three items that you need here.

The rope, the spyglass, and…

…the gunpowder.

Push the cannon to spill its gunpowder.

What can the monkey do for me?

She's can help you get into LeChuck's hideout.

However, she won't do anything for you…

…unless you win her trust.

Monkeys like bananas…

You can find one banana on the beach where you arrived.

There's a way to shake two more bananas out of that tree on the beach.

And there are two more in the native village on the north side of the island.

Give the monkey all five bananas, and she'll start following you around.

Why does the monkey stop following me after awhile?

You haven't gained her trust yet.

If you give her only one or two bananas, she's going to lose interest in you.

In order to convince her to follow you, you need to give her five bananas.

You can find one banana on the beach where you arrived.

There's a way to shake two more bananas out of that tree on the beach.

And there are two more in the native village on the north side of the island.

Where should I lead the monkey?

Have you been to the big monkey head? It's in the clearing on the round peninsula on the east side of the island. Lead her there.

If you still don't know what to do with the monkey, see the question about getting through the fence to the head.

I'm at the river fork. What now?

Have you looked for other paths out?

There are footholds on the far side of the river. Climb them.

What can I do with the primitive art?

Admire it.

Try moving it by pushing and pulling.

Fun, isn't it?

If you still don't know what all this is about, see the next question.

I'm at the panoramic view above the river fork. What can I do here?

You can see for miles.

Have you checked out the primitive art? It's right below you…

…and there's a lone rock right by the edge.

Push the rock over the edge.

Neat, huh?

Now go down and try to aim at something.

There's your ship…

…and the banana tree on the beach where you landed.

From its original position, pull the end of the primitive art twice. Drop a rock from above and you should hit the banana tree. If you don't, try aiming again (you can use the spyglass to help you), then push another rock.

How can I get more than two bananas out of the tree?

The rest of the bananas aren't ripe enough to be shaken loose.

You'll have to find more bananas somewhere else.

Try the village at the other end of the island.

The rock's in the ocean now! Where can I get another one?

There's still a big pile of rocks up here.

Pick one up.

OH NO! I sank my ship! Now what?

Bet your crew finally got up out of those deck chairs...

You really don't need the ship (or the crew) anymore.

How do I get past the mountains? I want to explore the other side of the island.

Your climbing skills aren't good enough...

...and since your climbing skill is not something you can change in this game, the mountains are impassable. Forget about crossing them.

There's another way to get to the other side of the island...

If you had a pair of oars, you could use the rowboat.

Where is the big monkey head?

It's in a clearing on a round peninsula on the east side of the island.

I'm at the fence guarding the big monkey head. How do I get through it?

Check out the totem poles. Anything noteworthy about them?

Pull the nose of the left-hand totem pole, and a gate in the fence will open...

...but it'll close again when you walk away from the nose. You need someone else to hold the lever for you.

A monkey might swing from that nose...

...but first you have to get one to follow you here. See the questions about the monkey if you don't know how.

With the monkey at your side, pull the nose, then walk away. The monkey will copy you and pull the nose while you walk in.

How do I get into the big monkey head itself?

You need the key. The natives had it, but they loaned it...

...Herman Toothrot has it...

...and Herman won't give it back until the natives return his banana picker.

You'll have to get the banana picker from the natives and return it to Herman.

Herman will give you the key to give back to the natives, which we're confident you'll do...

...after you use it yourself.

I'm in the natives' village. How do I get into the locked hut?

Not to worry. You'll be in there before you know it.

Take the bananas from the bowl of fruit. Now, leave the village.

The natives caught me! What should I do?

At this point, you probably don't have what they want.

Go ahead and let the natives throw you into the prison hut.

I'm stuck in the prison hut! How do I get out?

See that skull in the middle of the floor?

Pick it up.

See the loose floorboard that was underneath the skull?

Push it out of the way. You can escape through the hole in the floor.

I found Toothrot's banana picker, but I can't get out of the hut with it.

The banana picker won't fit through the hole in the floor.
You have to take it out through the doorway...

...but you can't get out through the door until you settle something with the natives.

See the question about what the natives want.
Give it to them; then you can use the front door.

Just what is it that the natives want, anyway?

They want something to offer to the monkey god.

Have you been to the big monkey head yet?
(It's **not** the big head in the village.)

People have already left offerings to the monkey god in the past. Look at the offerings closely.

Pick up the wimpy little idol. Give it to the natives so they can offer it to the monkey god again.

OK, I have the monkey head key and I'm standing close to the head. How do I use the key?

Look closely at the key. What does it look like?

And what's on the side of the big monkey's head?

That's right, a gigantic monkey ear.

Use the monkey head key in the gigantic monkey ear.

I'm inside the catacombs under the head. Where do I go?

Find LeChuck!

I'm in the catacombs. It's spooky. And I'm lost.

The natives have a way of getting through the maze. If you haven't yet asked them about it, don't read any further.

Use the head of the navigator.

Any time you stop for a moment, the head will spin around and face the direction that you need to go to navigate through the catacombs.

You could also look at the head of navigator. Guybrush will tell you which way he thinks he should go.

Where can I get the head of the navigator?

The natives have it. You have to be friends with them first.

The natives won't give it to you because they don't have a spare.

If they could get another head, they might be willing to part with the one they have now.

Something Stan gave you at the dock back on Mêlée Island™ should help...

Give the natives the leaflet titled, "How to Get Ahead in Navigating."

The Navigator is getting me lost! I keep going back and forth.

Trust in the head. It knows what it's doing.

The catacombs are planned so as not to make sense. Just follow the head, and you'll find your way to the end. It'll take a little while. Admire the scenery.

I found the ghost ship, but I keep getting chased off. How do I sneak past the ghosts?

The natives gave you a clue.

There's something about that head...

You need to wear the necklace from the head of the navigator.

You'll have to talk to the head of the navigator to convince it to give you the necklace.

Asking the head for the necklace politely five times in a row will get him to give you the necklace.

Or, if you're feeling more assertive, you could ask once, then threaten the head until he gives in.

After you get permission, use the necklace, then walk to the ship.

How do I open the door on the right side of the ship's deck without getting caught by the ghosts?

It squeaks.

Get rid of the squeak.

You need to oil it so it doesn't make noise.

You'll find some grease elsewhere on the ship…

…under the locked hatch in the room below deck.

What about the room with the pigs and chickens?

You do need something in this room… something very small.

Try picking up one of the chickens.

Now you have a ghost feather.

Is there anything to do with the sleeping ghost crew?

That bottle of grog might come in handy…

If you could disturb his sleep, he might drop the bottle.

Try tickling him.

What can be used to tickle a ghost?

You can get a ghost feather from the ghost chickens.

Use the ghost feather on his feet, and he'll drop his bottle. (You'll have to tickle him twice.)

Is there a way to open the glowing chest?

Yes.

You'll need tools.

The tools are in the room on the right-hand side of the ship deck, behind the squeaky door.

How do I open the locked hatch?

There's a key in LeChuck's quarters.

There's a way to get the key without attracting LeChuck's attention.

But you'll have to attract the key's attention.

The key's made of iron.

Use the magnetic compass on the key.

How do I get past the rat?

All his friends are drunk.

Get the jug o'grog from the sleeping crew member and pour some into the dish.

What do I do with the ghost tools?

You can use them to pry out nails, break chains, remove bolts, cut ropes, dissolve glue, and melt strong metal welds.

Use the ghost tools on the glowing crate in the cargo hold.

What do I do after I get the voodoo root?

Leave the ship. There's nothing else to do here at the moment.
Go back and get the natives to make their voodoo root concoction.

How can I get the Governor out of the brig?

You can't. Yet. First, you'd better arm yourself with the voodoo root juice.

What should I say to the ghost at the end of the catacombs?

Be nice to him. It's hard to intimidate a dead person.

Ask him where the ghost ship went.

Find out where the wedding is.

Part Four: Guybrush Kicks Butt!

What do I do about the ghost on the dock?

Anything you like.

Spray him with the magic seltzer bottle.

What about the ghost on the corner?

You can sneak past him by entering the door just to the left of the arch.

Or you could squirt him with the magic seltzer bottle.

What should I say to LeChuck after Governor Marley leaves?

You could try not to anger LeChuck...

...but it won't work. LeChuck will be upset by anything you say. Remember, he's just been left at the altar.

OH NO! I'm getting bopped all over the island AND I lost my magic seltzer bottle! What do I do?

You can find a substitute for the magic seltzer bottle somewhere on the island.

Stan stocked more than just Grog Classic in that grog machine.

Wait until you get punched to Stan's. There's root beer in his Grog machine.

LeChuck hit me before I could pick up the root beer. What do I do?

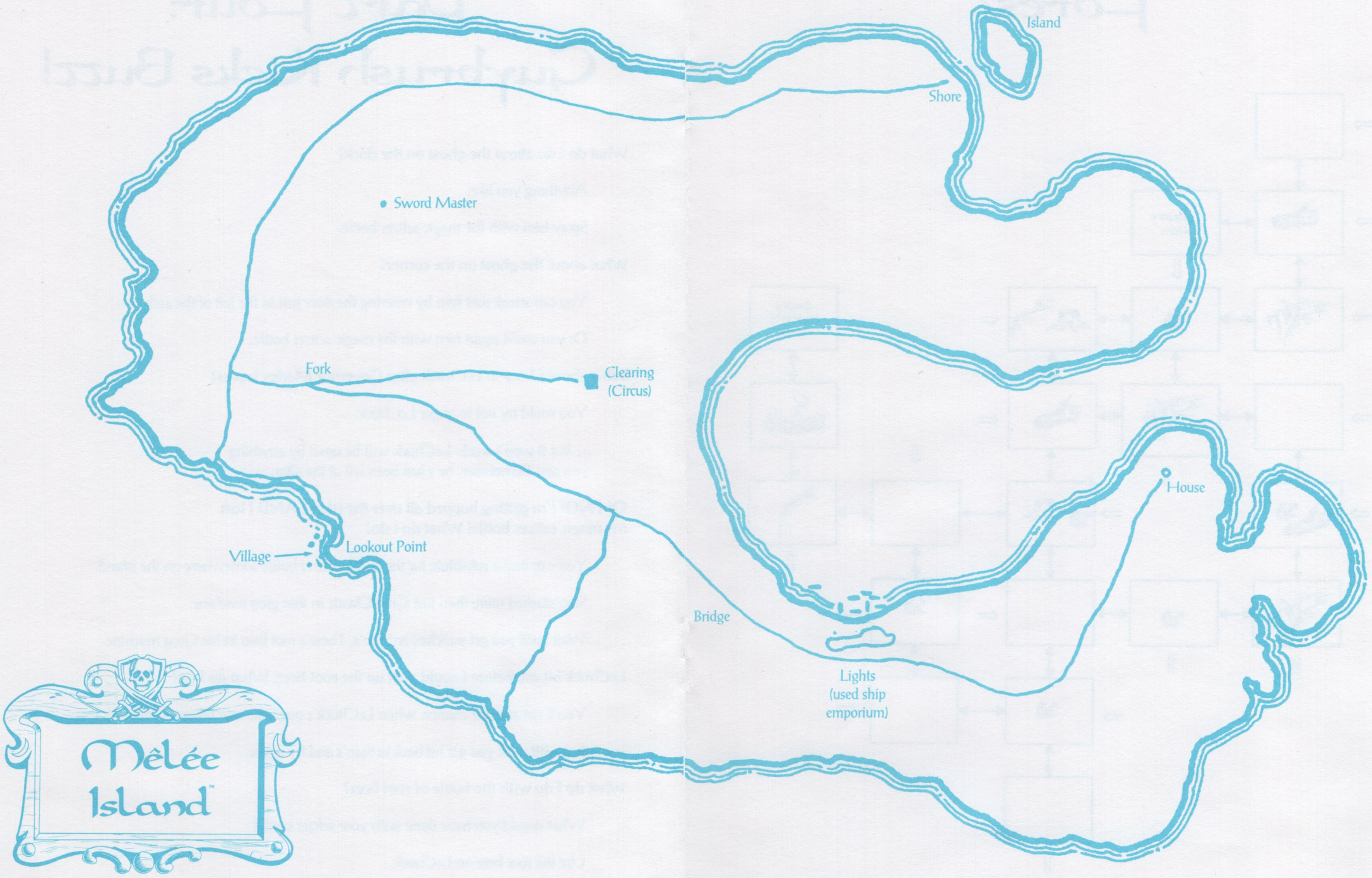
You'll get another chance, when LeChuck's pugilistic tour bounces you back there.

Just wait until you get hit back to Stan's and try again.

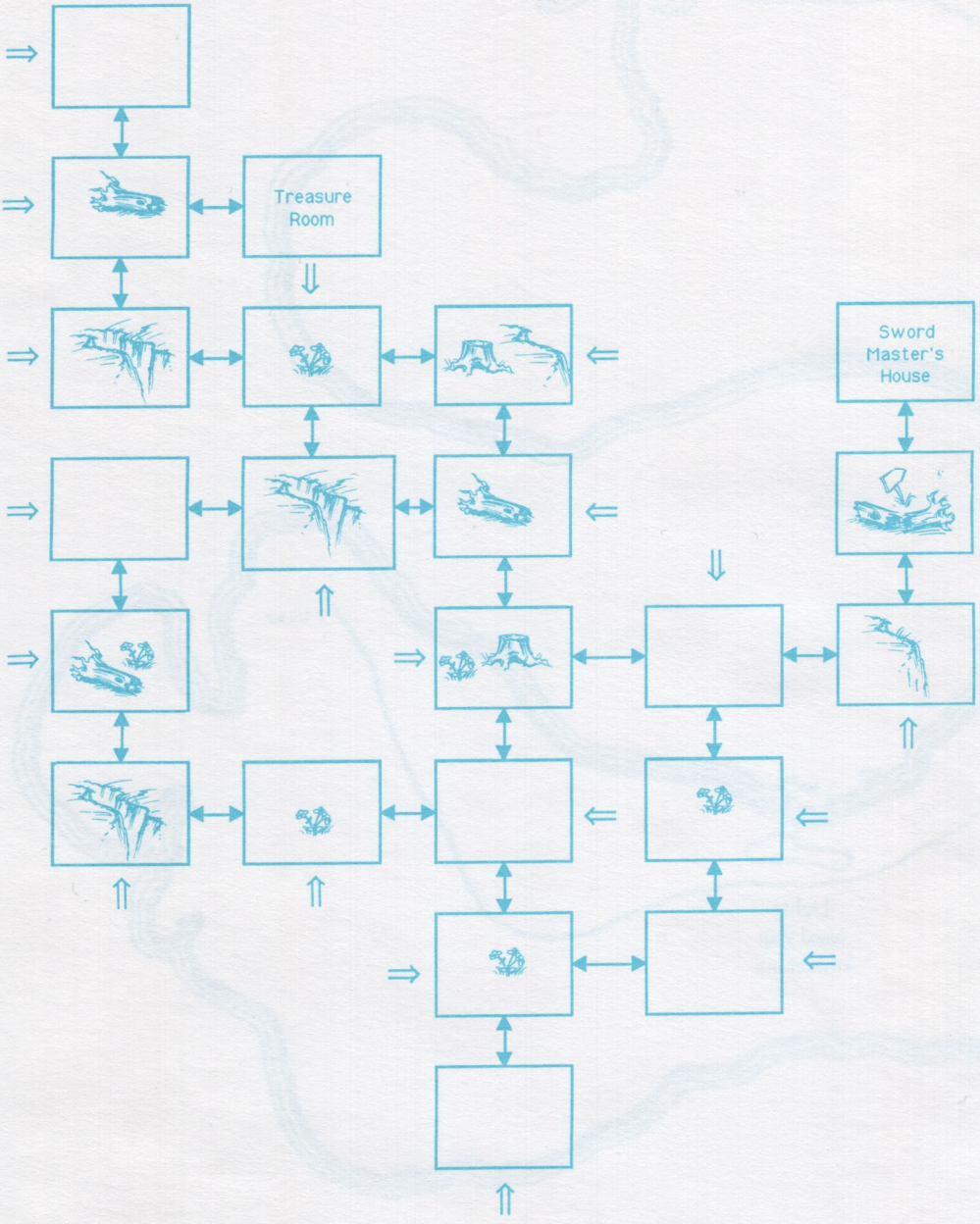
What do I do with the bottle of root beer?

What would you have done with your seltzer bottle?

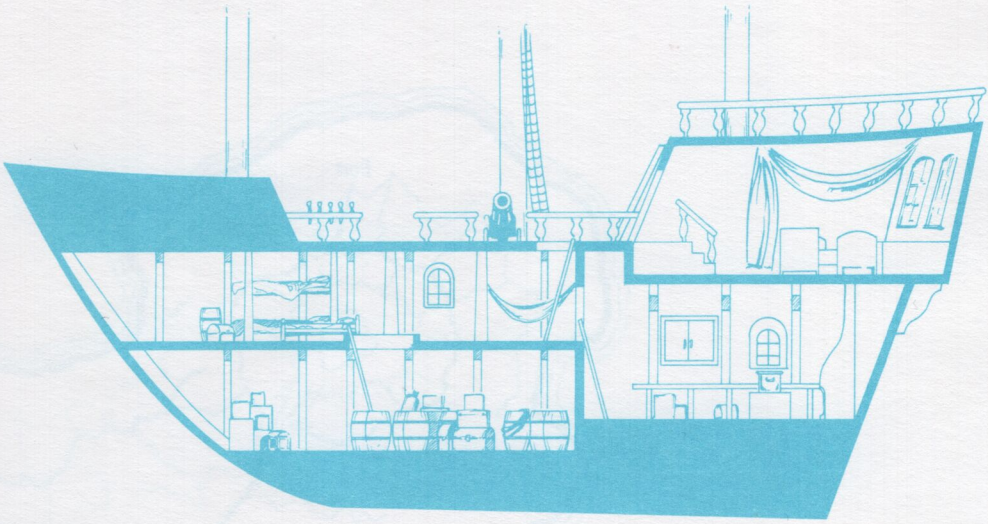
Use the root beer on LeChuck.


Island
Shore
Sword Master
Fork
Clearing
(Circus)
House
Village
Lookout Point
Bridge
Lights
(used ship
emporium)
Mêlée
Island™

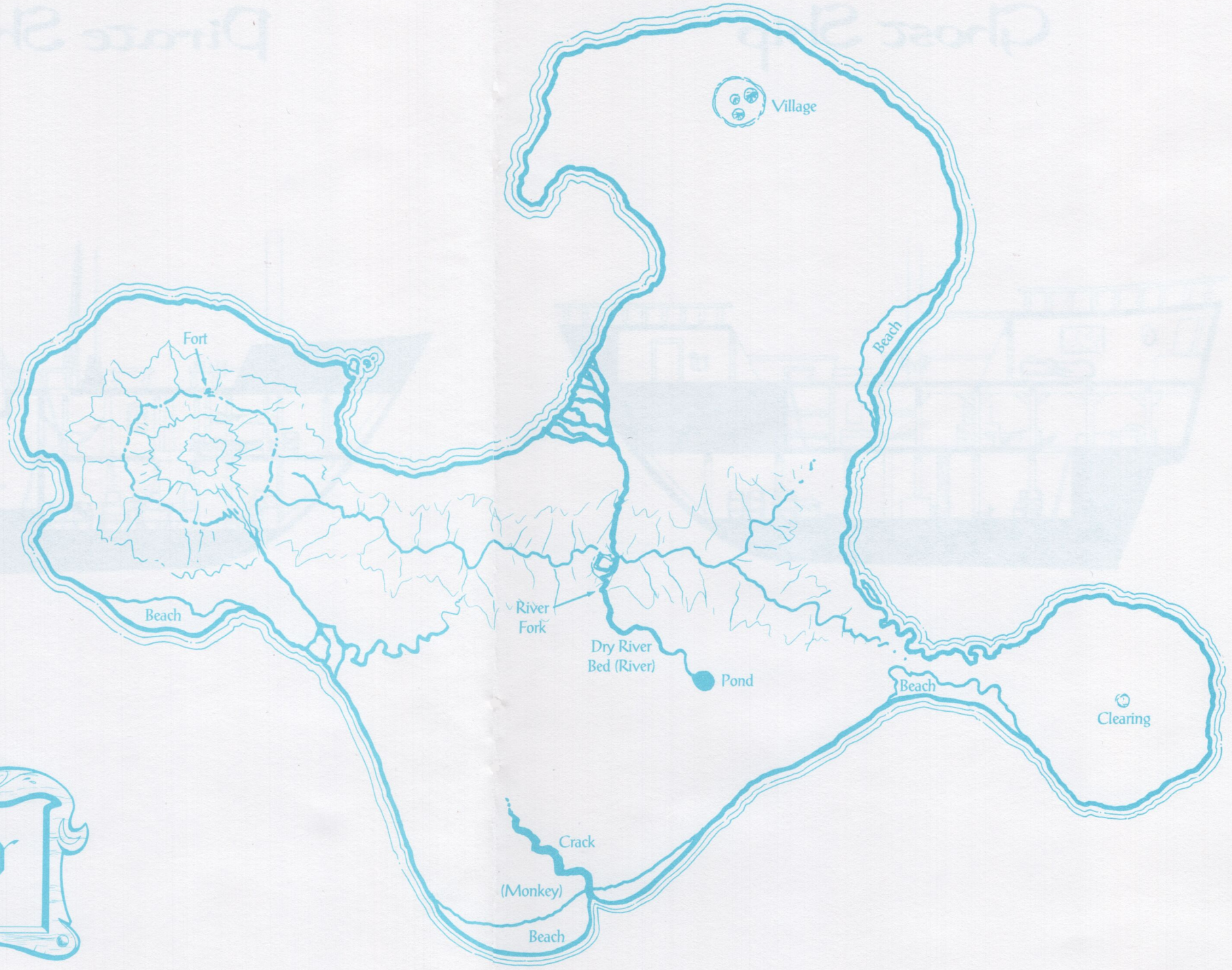
Forest



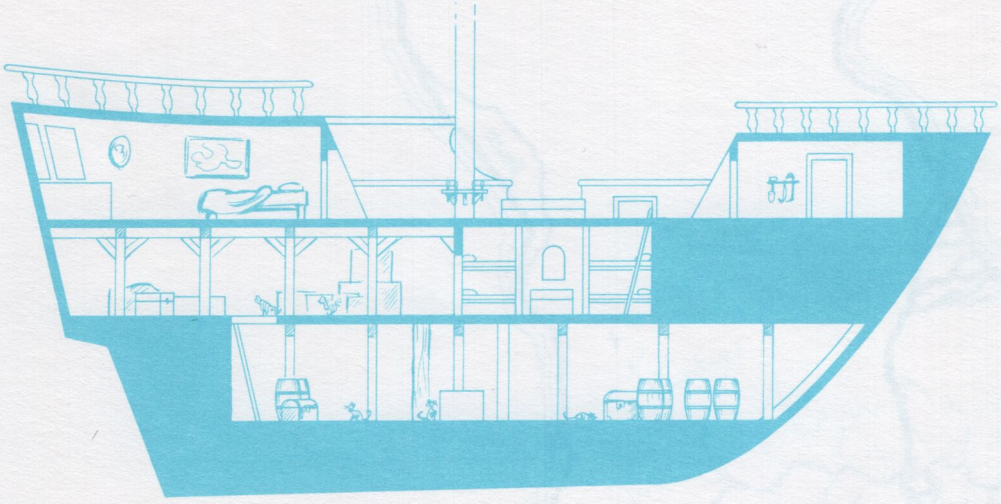
Pirate Ship



Monkey
Island™


Village
Fort
Beach
Beach
River
Fork
Dry River
Bed (River)
Pond
Beach
Clearing
Crack
(Monkey)
Beach

Ghost Ship



Insults & Comebacks

The following four insults are useless insults and comebacks which will do you no good whatsoever:

Insult	Comeback
Boy are you ugly!	Oh yeah?
What an idiot!	I am rubber, you are glue.
You call yourself a pirate!	I'm shaking, I'm shaking.
I give up, you win!	I give up, you win!

The following are insults and comebacks that you gain through training and fighting with the wandering pirates. They are good for defeating the wandering pirates; they can also be used when you attempt to defeat the Sword Master.

Insult	Comeback
This is the END for you, you gutter-crawling cur!	And I've got a little TIP for you. Get the POINT?
Soon you'll be wearing my sword like a shish kebab!	First you'd better stop waving it like a feather-duster.
My handkerchief will wipe up your blood!	So you got that job as janitor, after all.
People fall at my feet when they see me coming.	Even BEFORE they smell your breath?
I once owned a dog that was smarter than you.	He must have taught you everything you know.
You make me want to puke.	You make me think somebody already did.
Nobody's ever drawn blood from me and nobody ever will	You run THAT fast?
You fight like a dairy farmer.	How appropriate. You fight like a cow.
I got this scar on my face during a mighty struggle!	I hope now you've learned to stop picking your nose.
Have you stopped wearing diapers yet?	Why, did you want to borrow one?
I've heard you were a contemptible sneak.	Too bad no one's ever heard of YOU at all.
You're no match for my brains, you poor fool.	I'd be in real trouble if you ever used them.
You have the manners of a beggar.	I wanted to make sure you'd feel comfortable with me.
I'm not going to take your insolence sitting down!	Your hemorrhoids are flaring up again, eh?
There are no words for how disgusting you are.	Yes there are. You just never learned them.
I've spoken with apes more polite than you.	I'm glad to hear you attended your family reunion.

These are the insults that the Sword Master uses on you. You can use the comebacks you have already learned from the wandering pirates to defeat her. If you use any of her insults against a wandering pirate, you will automatically win the round of fighting, but you will also be unable to learn the proper response from him. (The comebacks listed below are not necessarily the only winning comebacks for any given insult; you might enjoy trying out different combinations to see whether they'd work.)

Insult	Comeback
I've got a long, sharp lesson for you to learn today.	And I've got a little TIP for you. Get the POINT?
My tongue is sharper than any sword.	First you'd better stop waving it like a feather-duster.
My name is feared in every dirty corner of this island!	So you got that job as janitor, after all.
My wisest enemies run away at the first sight of me!	Even BEFORE they smell your breath?
Only once have I met such a coward!	He must have taught you everything you know.
If your brother's like you, better to marry a pig.	You make me think somebody already has.
No one will ever catch ME fighting as badly as you do.	You run THAT fast?
I will milk every drop of blood from your body!	How appropriate. You fight like a cow.
My last fight ended with my hands covered with blood.	I hope now you've learned to stop picking your nose.
I hope you have a boat ready for a quick escape.	Why, did you want to borrow one?
My sword is famous all over the Caribbean!	Too bad no one's ever heard of YOU at all.
I've got the courage and skill of a master swordsman!	I'd be in real trouble if you ever used them.
Every word you say to me is stupid.	I wanted to make sure you'd feel comfortable with me.
You are a pain in the backside, sir!	Your hemorrhoids are flaring up again, eh?
There are no clever moves that can help you now.	Yes there are. You just never learned them.
Now I know what filth and stupidity really are.	I'm glad to hear you attended your family reunion.
I usually see people like you passed-out on tavern floors.	Even BEFORE they smell your breath?

Useful Objects List

Item	Location	Use
pot	Scumm Bar kitchen	Give to Fettucini Brothers when they ask for a helmet.
hunk of meat	Scumm Bar kitchen	Add yellow petal, then feed to deadly piranha poodles.
fish	Scumm Bar dock	Give to Troll.
barrel	Scumm Bar kitchen	Use to fill mugs with grog (after the three trials are fulfilled).
map	High Street (Citizen of Mêlée)	Follow directions to find the treasure; flammable.
minutes	High Street (Men of Low Moral Fiber)	Useless, but you can get two pieces of eight if you agree to take it.
chicken	voodoo shop	Use to get to Meathook's house; substitute for live chicken.
bell	store	Ring to summon storekeeper.
shovel	store (upstairs)	Use to dig up the treasure.
sword	store	Use for sword fighting.
breath mints	store (from storekeeper)	Give to prisoner; substitute for leaves of mint.
safe	store (upstairs)	Contains letter of credit.
storekeeper's note	store (safe)	Use to buy ship from Stan.
cake	jail (from Otis)	Contains file.
file	jail (in cake)	Needed to get idol during second mansion brawl.
fabulous idol	Governor's mansion	Goal of first trial.
gopher repellent	Governor's mansion	Exchange with the prisoner for the cake.
yellow petals	forest	Add to the hunk of meat.
100% cotton T-shirt	Sword Master's	Goal of second trial; flammable.
T-shirt	forest	Goal of third trial; flammable.
478 pieces of eight	circus tent	Use to buy the map and everything in the shop.
mugs	Scumm Bar	Use to carry grog to dissolve lock and free prisoner.
fireplace	Scumm Bar	Burn Stan's business cards.

Item	Location	Use
magnetic compass	Stan's	Use with flint to ignite gunpowder; use to get key from LeChuck's cabin.
business cards	Stan's	Flammable.
feather pen	pirate ship (Captain's cabin)	Flammable.
ink	pirate ship (Captain's cabin)	Use as squid ink substitute in the soup.
dusty book	pirate ship (Captain's cabin)	Clue for the ship puzzles; flammable.
piece of paper	pirate ship (chest in Captain's cabin)	Recipe to get to Monkey Island.™
cinnamon sticks	pirate ship (chest in Captain's cabin)	Use in the soup.
Jolly Roger	pirate ship (crow's nest)	Substitute for pressed human skull.
rope	pirate ship (hold)	Fuse for the cannon.
fine wine	pirate ship (chest in hold)	Use in the soup as monkey blood substitute.
gunpowder	pirate ship (kegs in hold)	Used in soup as brimstone; later in ship's cannon.
cereal	pirate ship (cabinet in galley)	Yummy; contains prize/key; used in soup.
prize	cereal	Look at it to reveal it is a small key.
small key	prize	Use to unlock chest in Captain's cabin.
pot	pirate ship (galley)	Use as helmet when shot from deck cannon.
red hot fire	pirate ship (galley)	Use with something flammable to create flaming mass.
flaming mass	pirate ship (use a flammable item with red hot fire in galley)	Light the cannon fuse.
banana	landing beach	Give to the monkey.
bananas	landing beach (after rock bombing)	Give to the monkey.
rowboat	landing beach	Row to north side of the island.
strong branch	crack	Use to tie rope to.
sturdy stump	crack	Use to tie rope to.
oars	crack	Use with the rowboat.
rope	pond (hanging man)	Use to climb down into the crack.
rope	fort	Use to climb down into the crack.

Item	Location	Use
spyglass	fort	Contains lens which can ignite gunpowder at dam; useful for aiming the primitive art.
cannon	fort	Contains cannon ball and gunpowder.
cannon ball	fort (cannon)	Use with flint to ignite gunpowder.
lens	spyglass	Ignite gunpowder at dam.
handful of gunpowder	fort (cannon)	Blow up the dam.
dam	river fork	Blow up to flood pond and lower hanging corpse and his rope.
the sun	river fork	Use with lens and gunpowder to blow up the dam.
noteworthy rock/flint	river fork	Use with steel object to ignite gunpowder and blow up dam.
primitive art	halfway up towering rock	Aim to hit tree on landing beach; can also sink ship.
rock	top of towering rock	Push to activate primitive art(illery).
heap o' rocks	top of towering rock	Pick up to replace rock ammunition for primitive art(illery).
bananas	village	Give to the monkey.
bowl of fruit	village	Good still life subject. Contains bananas.
head of the navigator	village	Use to navigate through the catacombs.
skull	village (jail hut)	Nifty paperweight; reveals loose floorboard.
loose board	village (jail hut)	Escape from hut.
banana picker	village (jail hut)	Trade to Herman for the monkey head key.
wimpy little idol	gigantic monkey head	Give to the natives.
monkey head key	Herman Toothrot	Use with gigantic monkey ear to open monkey head.
necklace on navigator	head of the navigator	Wear to become invisible to ghosts. Talk head of navigator into giving it to you.
key	ghost ship (LeChuck's cabin)	Opens hatch below deck.
ghost feather	ghost ship (upper hold)	Between ghost ducks. Use to get bottle from sleeping crewman.

Item	Location	Use
jug o'grog	ghost ship (crew's quarters)	Pour in dish to get rat drunk.
dish	ghost ship (lower hold)	Use with jug o'grog to get rat drunk.
glob of grease	ghost ship (lower hold)	Use on squeaky door to make it quiet.
ghost tools	ghost ship (behind squeaky door)	Use to open glowing crate.
glowing crate	ghost ship (upper hold)	Contains voodoo root.
voodoo root	ghost ship (crate in upper hold)	Give to natives to make root beer to vaporize ghosts.
magic seltzer bottle	village	Use to vaporize ghosts.
root beer	Stan's	Use on LeChuck to vaporize him.

Useless But Interesting Objects

Item	Location
On Mêlée Island:™	
Poster	cliff side
Clock and Ye Olde Rubber Chicken with a Pulley in the Middle Shoppe sign	Low Street
Baskets, basket, couch, Voodoo knickknacks, statue, chalice, bones, trunk, Voodoo love beads	voodoo shop
Sign when storekeeper is gone	store
Red plants, stump, bones	forest
Marker, sign	"X" in the forest
Sign when Stan is gone, miscellaneous boats	Stan's
Sign	Captain Smirk's house
On the ship:	
Feather pen	Captain's cabin
Kegs, chest, black chest, trunks	cargo hold
On Monkey Island:™	
Note	beach
Note	pond
Note	fork
Note	next to primitive art
Skulls, people on sticks, more skulls, totem poles	monkey grounds
Idols	monkey head
Big stone head	village
Note, bowl-o-bones, vines, window	guest hut
Yucky body parts all over the place	catacombs
On the Ghost Ship:	
Ghost dog, drunk ghost	on deck
Chest, Captain's bed, map	LeChuck's room
Ghost chickens, ghost pigs	cargo hold
Ghost guard	tool room
Back On Mêlée Island:™	
Pieces of eight	Stan's

The Memoirs of Guybrush Threepwood: The Monkey Island™ Years

For the benefit of those of you who have ever dreamed of becoming a pirate, of mastering sword and sea, of stealing unimaginable wealth, of swilling grog until your head reels and your stomach wrenches, and of questing for that mysterious and powerful elixir, true love, I, Guybrush Threepwood, do here set quill pen to paper in the hopes of discouraging you from trying. Learn by example, if you please...

Chapter One: In which I arrive on Mêlée Island™ in search of my fortune

I arrived on Mêlée Island™ weary from my trek across the open seas and missing the Old World already, but eager to become a real buccaneer. A crabby old lookout directed me to a bar, the Scumm Bar, the local pirate hangout.

I walked down the cliffside and along the dock until I came to the Scumm Bar, a rowdy establishment full of dirty, smelly degenerates: pirates. Two of the pirates in the front room, a friendly man named Mancomb Seepgood and an intimidating fellow with a rheumy eye, gave me some information about the local powers, including the fearsome—and dead!—ghost pirate LeChuck. I was directed into the back room, where the important-looking pirates that the lookout had mentioned held their table.

I gathered my courage and approached them. "I want to be a pirate," I exclaimed. They seemed unimpressed, but told me of the three trials I must undertake before I could be recognized as a true grog-swilling, foul-smelling pirate. I pressed them for more information on each of the three trials, and then left them to their grog.

It was time to grab some grog of my own. I waited until the cook waddled past to the front room. Then I stealthily slipped through the kitchen door. I couldn't find a mug for the grog, but, being a pirate-in-training, I stole a pot and an aging hunk of meat—not very interesting booty, but booty nonetheless. I even went after the fish lying on the dock out back. A sea gull kept me away until I found a loose board on the corner of the dock. I managed to drive off the pesky beast long enough to nab the fish.

Satisfied that I had skillfully pilfered all I could, I left the bar, looking for action...

Chapter Two: In which I briefly explore the town and discover an unusual chicken

I continued on my way, through an archway and into the town proper, where I approached a suspicious-looking citizen loitering on a corner. He mentioned his cousin Sven, so I told him about my barber, Dominique. I figured the conversation was doomed. Then, out of the blue, he offered to sell me the very map I needed to complete the trial of treasure huntery. I wanted the map, but I couldn't pay his price.

Across the street were some Men of Low Moral Fiber, the type my mother had warned me about. When I asked them about the man who tried to sell me the map, they tried to sell me a copy of the minutes of the last Mêlée Island™ PTA meeting. I convinced them to pay **me** two pieces of eight to relieve them of a copy. More booty!

Entering a door on the right side of the street, I discovered the local voodoo parlor. I steered clear of the voodoo stuff, but I did nab an unusual chicken. A rubber chicken, with a pulley in the middle. I had never seen anything like it in my life. So, of course, I stole it.

I met a mysterious, magical woman in the back of the parlor. She told me my future. Well, some of it.

I left the voodoo parlor and continued on through an archway beneath the town clock. Just past the arch was the entrance to a general store. The store was run by a crabby old man who held me so firmly in his gaze that I couldn't filch either the sword or the shovel I found. Unfortunately, my two pieces of eight weren't quite enough for a legitimate transaction. I needed gold, and I needed it badly.

I walked two doors down to a prison and tried talking to the prisoner, but all I got from him was a face full of rat-breath. I fled to the store, rang the bell for service, and asked for breath mints, which the old man happily sold to me. I returned to the prison and donated a mint to the prisoner who, when I inquired, told me his name was Otis. I asked him why he was in prison and if I could get him anything, and he told me of a yellow flower that grows in the forest and asked me for some rat repellent. I told him that I didn't have anything for the rats, but I'd bring him some if I found it.

Deciding that the town had offered me all it was going to for now, I headed back the way I had come, beyond the lookout's post to the island paths.

Chapter Three: In which I make the acquaintance of the Fettucini Brothers, get shot out of a cannon, and go on a shopping spree

I hiked along the island paths to a clearing in the middle of the island, where I found a circus tent. Inside the tent I met Alfredo and Bill Fettucini, two argumentative clowns dressed in neon spandex. They offered me a job as a tester for a new stunt they had devised. They wanted to shoot me out of a cannon. When they offered me 478 pieces of eight for my trouble, I jumped at the chance. Anything for Spanish gold! I set the pot from the kitchen on my head as a sort of helmet and climbed into the barrel of an old ship's gun.

A few confused minutes later I staggered back onto the island path, head throbbing but pockets jingling. I stopped long enough at a fork in the road to explore a bit and find the yellow flower that Otis had mentioned. I picked a petal and returned to town.

Back in town, I spent my riches on everything available. I bought the map from the citizen on the corner, and I purchased the sword and shovel from the storekeeper.

Eager to use my shiny new sword, I asked the storekeeper where the Sword Master

could be found. He wouldn't tell me the way, but he went off alone to the Sword Master's house to get approval for my visit. I grew tired of waiting for his return, so I left in search of training. I could get the storekeeper to show me where the Sword Master lived when I was better prepared for battle.

Chapter Four: In which I train for and complete the first trial, Swordsmanship

Ready to embark on my first trial, I left town to find a worthy opponent to train me in swordplay. The surly fellows that wandered the island paths were not inclined to help me, so I headed towards a house at the eastern tip of the island. Before I could reach the house, I was stopped by a troublesome troll who guarded a bridge along the path. I handed over my fish and he let me pass.

At the house I found the gymnasium of Captain Smirk, a man with a neck like a tree stump. At first, he didn't want to take me as a sword-fighting student, but I convinced him with my stubborn spirit... and my gold.

For the next twelve hours, I battled a complicated contraption made of springs, mannequins, wheels, and watchamacallits until I had perfected my form and style. After the grueling physical training was over, Smirk revealed the true secret of expert sword fighting to me: the art of the insult. The Captain gave me the basics of insults, and then booted me into the real world of clashing blades and cutting words.

I knew I could never defeat the Sword Master unless I practiced first on amateurs like myself who wandered the island. I staked out a busy crossroad in the island paths and waited for opponents on whom to sharpen my blade.

They came at me like moths to a lantern, and I battled them with all my skill, learning new insults and retorts from each pirate I accosted. Although I lost the first few fights, I soon built a repertoire of insults (and killing comebacks) which could handily defeat almost any pirate that passed my way. I continued to fight, gaining wits and skill, until at last one defeated pirate declared that I was good enough to beat the Sword Master.

I immediately decided to seek her out.

I returned to the store in town, and found the storekeeper, complaining as usual, behind the counter. It took very little to convince him to return to the Sword Master's. This time, when the storekeeper left the store, I followed him. I tracked him out of town, to the fork in the road, and along twisting forest paths to the Sword Master's abode.

After listening in on the storekeeper's conversation with the Sword Master—a beautiful and dangerous woman named Carla—I strode forward and challenged her. She quickly defeated me with insults that I could hardly fathom.

Ego finely ground, I returned to the pathways of Mêlée Island.™

When I tried fighting other pirates to learn the responses to the Sword Master's insults, I realized that not a single man on the island knew the answers to them. After a few more fights, I returned to the Sword Master, dreading a rematch. I found her without the storekeeper's help this time, by hiking directly toward the light cast by her windows in the woods north of the fork.

When we fought again, I desperately tried every response that I thought could possibly work against her biting remarks. This time, I succeeded! The responses to other insults worked against her insults as well. The Sword Master gave up after a few rounds, and gave me a quality T-shirt to prove that I had defeated her.

I left the forest, proud of my victory. I had completed the first trial!

Chapter Five: In which I steal an idol and meet the woman of my dreams

I rushed to the Scumm Bar and reported my progress to the important-looking pirates. They were impressed. I left the bar, feeling cocky, took a walk through town, and discovered that the Governor's mansion lay beyond the prison at the far end of town. I could embark immediately on the trial of thievery.

In front of the Governor's house were some of the most terrifying beasts I had ever seen—deadly piranha poodles intent on a feeding frenzy. Happy to please, I decorated the rancid meat from the Scumm Bar with the forbidden yellow petal from the forest and tossed my creation to the poodles. They feasted, and within moments they were asleep, knocked out by the yellow petal's drug.

The Governor's mansion seemed peaceful enough when I walked in. I entered the first door I saw and discovered otherwise. When I finally departed, several fist fights, a hole in the wall, a herd of gophers, a rhinoceros, and an encounter with the sheriff later, I had acquired a manual of style, a can of gopher repellent, and a set of wax lips. I still needed a file to get the idol, though.

Remembering my promise to Otis, I took the gopher repellent to him, figuring he could use it on his rats. He gave me a carrot cake for my trouble—not much of a reward, but I guess he didn't have anything else. It had been a hungry night's work, so I tried eating the cake, and wound up with a mouthful of file!

I ran back to the mansion, file in hand, and dove through the hole in the wall. As if in a dream, I watched myself overcome the remaining obstacles, and emerged triumphant... the idol was mine! Unfortunately, the local constabulary, in the form of Sheriff Fester Shinetop, waylaid me and was on the verge of hauling me away when, suddenly, the Governor entered the room.

Oh radiance of beauty! Oh beauty of radiance! When the Governor's eyes met mine, I knew I had found my true love. With a few sharp words, she dismissed Fester.

Then the Governor turned to me... Suavely, I replied to her question. As we chatted, my eloquence and urbanity reached new heights. I strove to weave a web of words in which to ensnare the object of my desire.

Well, I'm pretty sure it happened that way. I'm almost positive...

And then she was gone.

Through a cloud of euphoria, I made my way to the front door, only to find Fester waiting for me, armed with a rope and a mission. I soon found myself six feet under water, bound to the idol, nearly drowning... yet all I could think of was Governor Marley.

After a few minutes of panic, I came to my senses and picked up the idol. Stopping only to retrieve my sword, I climbed out of the water.

There she was again, the Governor of my heart! She spoke to me. I spoke to her. I bent to kiss her... and again she was gone, and I was left alone with my trials. I had to finish my three trials. I really, really, **really** had to finish my three trials.

Chapter Six: In which I dig up another T-shirt

All that remained was the trial of treasure huntery, so I whipped out the map I had purchased from the Citizen of Mêlée. Dancing lessons? I'd been had! Then I paid closer attention. The first word in each line looked significant. They might yet be directions through the forest.

I trekked to the entrance to the forest at the fork in the island paths, and followed the directions on the map: back, left, right, left,

right, back, right, left, back. I soon determined that "back" did not mean I should backtrack, nor did "left" mean I had to make a left turn. Rather, I imagined myself as a figure on a painting, and when the directions said "left" or "right," I headed off to the left or right side of the painting. "Back" meant to take the central paths towards the top of the painting.

With this odd frame of reference in mind, I followed the directions and came to a small clearing, where I headed "right" through some trees. I had found the treasure! The "X" was clearly marked, as were the bronze historical plaque and the instructions for digging up the booty. I couldn't wait to feel the gold pouring through my fingers. I pulled out my shovel and started pushing dirt. Hours later, my mind reeling with anticipation and lack of sleep, I finally uncovered the treasure, which was... another dumb T-shirt! What's **wrong** with these people, anyway!

I headed back to town, my three trials completed, delighted with my accomplishments... anxious to seek out my beloved.

Chapter Seven: In which I discover that disaster has befallen my little plunder bunny

I arrived at the dock just in time to watch a ghostly craft vanish over the horizon. The lookout informed me that my true love, my significant other, my main squeeze, the light of my life, the Governor herself, had been kidnapped. That decaying creature from the depths, the ghost pirate LeChuck, had carried her away to his foul lair.

That's right, LeChuck! The dead guy!

I'd show him who was the better pirate. My mind was made up. I would find a ship and crew, journey to forbidden Monkey Island,™ track down LeChuck, and rescue my love.

Chapter Eight: In which I recruit a crew to rescue the Governor

I went first to the prison in town, where Otis promised to join my crew if I released him. Next I checked the Scumm Bar for potential crew members, but everyone had gone, abandoning their mugs in their haste. I collected the mugs and filled one with fresh grog from the kitchen barrel. The mug started melting! That grog sure is strong stuff.

Then inspiration struck. I poured the grog from the melting mug into another mug, and hurried toward the prison. When the second mug o' grog was near death, I stopped and again transferred the grog to a fresh mug. I had to repeat the procedure a few more times on my way to Otis, but managed to preserve a nearly-full mug of the stuff.

I poured the grog into the lock of Otis' cell, and stood back as the metal dissolved. Otis stepped from the cell—and walked out on me! "The mutinous coward!" I thought. I still needed crew members.

I returned to the Sword Master. Carla didn't believe my story until I showed her the note LeChuck had left. Appalled, she agreed to crew with me and arranged to meet me at the dock.

I couldn't think of anyone else I might recruit, so I tried exploring more of Mêlée Island.™ At the north end I spotted a house built on a small isle. It appeared that the only way to reach the isle involved a cable which had been stretched across the channel. I had found, at last, a use for my rubber chicken with a pulley in the middle. I used it on the taut cable and whizzed across. Hah! Perhaps the Fettucini Brothers would be interested in this stunt...

In the house on the isle I met a Mr. Meathook, an agreeable fellow with no hair, no hands, and a talking tattoo. I asked him to join my crew, but he refused to serve me unless

I could prove that I was brave enough to lead.

Meathook demanded a test of my courage: if I could face the horrible, ferocious beast that had been the bane of his existence, he would accept me as his Captain. He opened three enormous barriers, revealing a wooden door. I opened it cautiously and gazed upon the murderous winged devil imprisoned therein. I could barely contain my terror long enough to reach out and tentatively tap the beak of the nameless horror.

Meathook was astonished. I graciously allowed him to indulge in a suitable amount of groveling, after which I instructed him to meet me at the dock.

Chapter Nine: In which I purchase a previously owned vessel

Hoping that a crew of two would suffice, I commenced to scout the island for an available vessel. Spying a cluster of bright lights, and reasoning brilliantly that it must be a used boat dealership, I hurried to what proved to be the shipyard of Stan's Previously Owned Vessels.

Stan was going to be my friend, to show me the true meaning of quality, to make me the deal of the century. Stan was going to annoy the marrow straight out of my bones.

I had my eye on the half-sunken ship at the very end of one dock, Stan's cheapest ship. Even that one, it turned out, was far too expensive for me. I asked about credit. Stan suggested that a note of credit from the storekeeper would be acceptable. I headed back to town. As I left, Stan gave me a compass and one of his business cards.

I asked the storekeeper about credit. He asked if I had a job. I lied. As he unlocked the safe upstairs, I watched carefully, memorizing the turns of the handle. Carrying a note of credit, the storekeeper returned to his desk, and proceeded to interrogate me so mercilessly that my little fib was exposed. He locked the note away, and again I watched to confirm that I knew the combination.

When he came downstairs I feigned a renewed interest in the Sword Master, and the old grump finally agreed to go see her again. The moment he was gone, I opened the safe, pushing the handle clockwise and pulling it counterclockwise to move it the same way he had. I took the note of credit back to Stan.

Stan thought he was a smooth operator. He actually thought he could get 10,000 pieces of eight for that barely floating hunk of junk! I laughed in his face and changed the subject to the question of extras. As he listed useless "feature" after useless "feature," I stood firm and rejected the lot. I had him on the ropes! I counteroffered 2,000 pieces of eight. He lowered his asking price. I threatened to walk off the lot. He begged me to come back. I offered him 3,000, then 4,000, threatening to walk off every so often to keep Stan on his toes. Before long I had shrewdly negotiated the price to a mere 5,000 pieces of eight. Stan stalled for a moment, then capitulated.

We Threepwoods drive a hard bargain. Poor Stan never had a chance.

Chapter Ten: In which I set sail, fail to quell a mutiny, thrill to the wind in the riggings...and nearly wind up in the soup

I found Stan at the dock in town. Together we stood admiring my purchase. Stan tried to back out on the deal, but I would have none of that. He handed me some seafaring literature and took his leave just before my crew joined me. I was pleased to find that Otis had decided to join me after all. Shortly afterward, Meathook and Carla arrived.

We had not even boarded our ship

when I sensed dissension in the ranks. Suppressing my misgivings, I hustled them aboard as quickly as I could.

The following morning, I tried to reassert my authority. My crew did not appear to be impressed. Burdened as I was with a useless, mutinous crew, I began to lose faith in my ability to rescue Governor Marley. Deep in the throes of depression, I retired to the Captain's cabin and searched the former Captain's belongings. My haul was meager indeed: a ballpoint feather pen and some ink, and a logbook which I found in a desk drawer. Having nothing better to do, I read it cover to cover. It seemed that the previous Captain had made it to Monkey Island™ purely by accident! If only I could deduce how he managed it!

Two levels below deck I stumbled upon the galley. The cupboard was well-stocked with, of all things, my favorite cereal. I opened one of the boxes and found, to my delight, a toy prize. When I examined it closely, I saw that it was a small key!

I returned to the Captain's cabin and tried the key in the cabinet on the port side, revealing a chest that had been concealed within. Delighted, I hauled the chest to the middle of the floor. I was disappointed to find that the chest contained, not the valuables I had anticipated, but merely a piece of paper and some cinnamon sticks. As I examined these perplexing exhibits, it occurred to me that perhaps I had, in fact, found something of great value. Perhaps this recipe was the key to finding Monkey Island™! I needed to find the rest of the ingredients.

In a corner of the ship's hold, under the crew's quarters, I found a chest containing a bottle of fine wine. That should do for monkey blood... Mother always said the best recipes were those where you could make substitutions.

I secured a handful of gunpowder—a perfect substitute for brimstone—from the kegs in the hold. Back on deck, I was at a loss until I noticed the thin rope ladder leading up the mast. I shimmied up to the crow's nest and got my "pressed human skull," the Jolly Roger.

I returned to the galley, where a cooking pot was already simmering over the fire. I began to throw in the ingredients: one of the cinnamon sticks, some breath mints (probably better than leaves), the Jolly Roger, the ink (which had never seen the inside of a squid), a few drops of the wine, my faithful rubber chicken, and the gunpowder.

Here the recipe stumped me. Zinc oxide? Hydrochloride? I had no idea what those might be. It was then that I noticed the list of ingredients on the box of cereal I'd been eating. With a shrug I tossed in a handful. There was a terrifying explosion and a smell like month-old cabbage. I passed out.

Chapter Eleven: In which I remember the Fettucini Brothers with fondness

I woke up with my tongue dried onto the filthy galley floor. I became convinced that, while I had lain unconscious, someone must have stuffed a bunch of old socks into my skull. And I hadn't even gotten a chance to drink grog yet!

I staggered up to the deck, to find that the ship had somehow miraculously arrived at Monkey Island.™

Since no rowboat was available, I had to come up with a way to get from the ship to the island. All too soon the answer became clear. The cannon on deck brought back disturbing memories of the Fettucini Brothers and their Cannon of Terror. I ran back to the galley for the small pot by the cupboard. I got a length of rope from the hold, along with another handful of gunpowder. I put the gunpowder in the cannon nozzle and used the rope with the cannon as a fuse.

Now I had to light the fuse. I returned to

the galley and used one of my T-shirts with the fire under the cooking pot. The T-shirt burst into flame! I hurried back on deck with the flaming mass and touched it to the fuse. Then I quickly walked to the cannon nozzle, just in time to be blasted to my destination, flying gracefully through the air like a master acrobat. I landed gently on Monkey Island.™

Chapter Twelve: In which I arrive on Monkey Island

So there I was, on the shores of Monkey Island™ with my head in the sand and an uncomfortable feeling of warmth in the vicinity of my posterior. I pulled myself out of the sand and examined the paradise in which I had been planted. A banana had fallen from a nearby tree, and I picked it up as a hedge against future hunger. Near the tree was a sturdy-looking rowboat, perfect for exploring the island waters. As I had no oars, I postponed the idea of aquatic exploration and entered the jungle, ready for whatever hidden terrors lay in wait.

The nearest landmark was a deep, ominous crack in the island surface. There seemed to be no way to scale its walls, so I returned to the jungle and continued to explore.

I walked north from the crack to a river fork. There was a bridge at the fork as well as a note, which I read. I realized that the island was inhabited by cannibals! By cannibals who built bridges! By cannibals who wrote memos! On letterhead! Frightening. I was to find many more such notes on Monkey Island,™ but I won't bore you with the details.

I crossed the bridge and climbed a set of footholds in the cliffside. On top of the cliff, I found another note, as well as an extremely sophisticated piece of primitive art. I pushed and pulled the primitive art around, marveling at the way it was balanced.

I scaled another set of footholds which ended on a mountain peak with a stunning view of Monkey Island.™ I could see my ship, and I could see the banana tree that marked my landing spot. As I ventured across the peak, a ragged, smelly man approached, babbling insanely. I was greatly relieved when he finally left me alone. I pushed a lone rock off the edge of the peak. By some miraculous mechanism, the primitive art on the ledge below reacted to my action by flinging the rock halfway across the island. I went down to the primitive art and shoved it to another angle. Back on the peak, I took another rock from a pile of rocks and pushed it off the edge. After a few more tries, adjusting the art to various angles and pushing rocks off the peak, I managed a direct hit on the banana tree beach.

I climbed down to the river fork and returned to the jungle, heading toward a volcano I had spotted at the northwest end of the island. A calm, blue lake gleamed in the center of the volcanic crater, and I hiked around it. On the western edge of the volcano was a makeshift fort, apparently constructed by the shabby castaway I'd recently met. I was a pirate, so of course I looted the place. My meager booty: a spyglass and a coil of rope. I tipped the cannon over and added a cannonball and a small supply of gunpowder to the haul. As I turned to leave the fort, the castaway caught me. He seemed harmless, though very annoying, and eventually I escaped with my plunder.

I next hiked east to a dry pond, where again I was accosted by the ragged castaway, who said his name was Herman Toothrot. He mentioned something about waiting to be rescued. He told me about a friend of his who, even as we spoke, was hanging gruesomely from a tree branch over the pond. Toothrot was obviously insane, so I told him to go away. Toothrot's deceased friend, though, had something I wanted. There was a length of rope in his hands. I had a feeling I would need it.

Chapter Thirteen: In which I harness the Sun, make things explode, and gather rope

Unfortunately, the corpse and his rope were out of reach. I, however, had a plan. The body was attached to an old rotting log. If I could somehow lift that log, my silent friend would descend to within reach.

I journeyed up the dry riverbed until I arrived again at the fork. There was a dam there, constructed of large boulders. I packed the gunpowder between the boulders.

Now I needed to ignite the gunpowder. I pried open the spyglass that I had found at the fort; inside was a perfectly good lens. I used it to focus the bright island sun on the gunpowder, and BOOM! I was tumbling downstream in the newly-filled riverbed.

Somewhat moist, but in high spirits, I returned to the pond, where I found that the log had floated with the rising water, lowering both man and rope to the ground. Congratulating myself for my brilliance and cunning, I picked up the rope and ran to the place where I knew it would be useful: the crack.

Chapter Fourteen: In which I use my rope and take to the sea

I discovered a strong branch at the crack's edge, tied one of the ropes to it, and descended halfway into the crevice. There I found a stump sturdy enough to support me and my other rope. I scrambled down the second rope to the floor of the chasm.

At the bottom of the crack I found a pair of oars. I hauled them up the side of the cliff and headed south through the jungle, back to the rowboat on the southern beach.

I discovered when I reached the beach that my experiments with the primitive art had done me some good. There were two more bananas at the foot of the banana tree. I stuffed them in my pockets. Kinda squishy.

Now that I had oars, I could use the rowboat to row around the island.

And so I rowed...

Chapter Fifteen: In which I encounter sinister natives

I rowed east past a strange-looking peninsula with a clearing in the middle of it, and north beyond the mountain range that had limited my progress on the island so far. At the north end of the island I spotted a beach and a primitive native village. I thought I might find something to help me there, so I landed on the beach and walked over.

The village seemed deserted. I got a chance to add to my banana collection; I pilfered a few choice bananas from the fruit bowl sitting in front of a big stone head. I was just leaving the village when I learned, to my dismay, that it wasn't deserted after all.

The natives didn't approve of my banana-stealing habits. In fact, they were ready to roast me unless I came up with a gift to appease them. I offered them a banana and a cannon ball. They refused both. Maybe if I had kept my rubber chicken with a pulley in the middle...

The natives jailed me in a dismal little hut while they debated the proper preparation of Guybrush Soufflé.

Feeling a little morbid and dramatic, I picked up a skull from the floor and geared up to bow out. "Alas, poor Yorick..."

Hey! So much for bowing out! There was a loose floorboard underneath that skull! With a new burst of confidence, I realized that Guybrush Threepwood would, after all, see another sunrise.

I lifted the loose floorboard and beat a

hasty retreat to my rowboat and the south side of the island.

Chapter Sixteen: In which I tame a monkey and discover a valuable wimpy little artifact

I rowed back to the beach where my Monkey Island™ adventures had begun. Nothing had changed, except now I had more bananas. Desperate for companionship, I went into the jungle and fed my bananas to a monkey who'd been roaming around near the beach. She devoured them quickly and happily; after that, she wouldn't leave me alone. She followed me everywhere I went and did everything I did. Silly little monkey.

I decided to explore the clearing on the peninsula at the eastern end of the island. I walked there instead of taking the boat since I didn't want to frighten away my new companion, who was built for trees and not for water.

In the clearing, I found a record of the vile abuses and disgusting practices of the natives—three human beings were skewered onto long pointy sticks. I shivered as I realized that I had seen as many dead people on Monkey Island™ as living people. I shivered again when I realized I had never been trained in defense against pointy sticks.

Exploring further despite my better judgement, I saw an amazing thing—a monkey head the size of a house. Around this monstrosity were a number of carefully crafted idols. I wanted to get a closer look, but a fence stood in my way.

Two intricately crafted totem poles stood nearby, glaring at me. Could I climb one and leap over the fence? I pulled on a totem pole nose, hoping to get a leg up, and suddenly an opening in the fence appeared. The moment I released the nose, the fence closed again.

My primate pal helped me out. She jumped to the nose and swung on it, opening the gate and allowing me to pass.

I walked through the gate and examined the idols. I picked up the smallest one, a wimpy little idol, in part because I hoped that I could trade it to the natives in exchange for their help, and in part because I was getting used to the idea of helping myself to anything that wasn't nailed down.

Chapter Seventeen: In which I befriend the residents of the island and acquire a strange key and an extra head

I rowed to the north side of the island again, this time armed with the wimpy little idol. When I reached the village, the natives again threatened to eat me. I begged them to give me another chance. They gave me the chance, and I gave them the idol. They seemed pleased, and left me alone in the village.

Sensing an opportunity to add to my inventory, I strode boldly into the natives' hut and collected Herman's banana picker. On my way out, I found Toothrot hanging around the village entrance, muttering. Evidently he'd come looking for his picker. I swapped the banana picker for the key to the monkey head. It was by far the strangest looking key I had ever seen:

It was a long white stick with fluffy bits of cotton glued to each end.

I had just entered the jungle when I realized that the natives might have valuable information about the monkey head. I returned to the village and questioned them further. They told me that LeChuck was hiding the key ingredient of some sort of anti-ghost concoction aboard his spectral ship, far beneath Monkey Island.™ The entrance to LeChuck's hideout was through the maw of the gigantic monkey head itself!

The natives also accidentally let slip that they had a secret way of navigating through the maze that led to LeChuck's hideout–the shrunken head of a ship's navigator. I needed that head, but the natives were reluctant to part with it. I gave them one of the brochures that Stan had pressed upon me, the leaflet entitled "How to Get Ahead in Navigating." I took a good look at the head of the navigator, and had second thoughts about whether I really wanted it. Yuck!

I returned to the south side of the island.

Chapter Eighteen: In which I am swallowed by a monkey and place my aithfay in the eadhay of the avigatornay

As I gazed at the gigantic monkey head, I was seized by an inexplicable urge to use the giant key with the gigantic monkey's ear!

To my great surprise, it worked: the monkey's mouth opened and a tongue rolled out, inviting me into the enormous maw. I proceeded inside and down a ladder of giant monkey vertebrae. Before me was a confusing maze of twisting passages and twisted body parts. The walls and floors were sprouting eyeballs, noses, hands, and slimy, oversized human hearts. I wished, not for the first time, that I had never left my comfy home in the Old World.

I consulted the head of the navigator. For a decapitated head, it was extremely cooperative. Each time I stopped for a moment, it spun in my hands and pointed out the way I needed to walk. The head led me in all directions. At times I thought I was backtracking, yet I always found myself in entirely new areas of this disturbing place.

After what seemed like hours of walking, the head led me to the Pirate LeChuck's infamous ghost ship.

Chapter Nineteen: In which I explore the lair of LeChuck and acquire the means to his end

The ship glowed with an eerie blue light. I swallowed my fear, realizing that the voodoo root that LeChuck held in his ship, being the only possible means of destroying a ghost, represented my only hope of freeing the Governor and fulfilling my dreams. I marched onto the ship.

It was filled with ghosts! They were dancing and frolicking, playing instruments, and flinging their skulls to the beat. A specter with a detachable head spotted me and chased me off the boat.

Then I remembered that the natives had told me that the navigator head's necklace would make its wearer invisible to ghosts. Unfortunately, the head didn't want to give up its necklace. We debated the matter until I won the point by threatening to dropkick him into the lava. I donned the necklace and boarded the ship again, hoping that this time I would not be seen.

I wasn't seen, but, when I tried to open the squeaky door toward the stern, I was heard. Giving up for the moment on that door, I tried the opposite one and found myself in the cabin of LeChuck himself! The evil ghost was gazing out the cabin window. An important-looking key hung near him on the wall. When I approached to pick it up, some sixth sense must have alerted LeChuck. Afraid to attempt the direct approach, I tried to devise a sneakier way of getting the key.

I remembered that the compass that Stan had given me contained a powerful magnet. I simply pointed the compass at the key, which floated silently over to me. Key in hand, I left LeChuck to his brooding.

Back on the main deck, I found a hatch that led down to the crew's quarters. I'd never

imagined that ghosts sleep. The theological implications are astonishing, but that's another story. A crew member was sacked out on the bunk. What I immediately wanted from this ghostly snoozer was his grog bottle, but every time I got close to it, he hugged it to him as if it were a teddy bear.

I continued through the room, entering a hold in which I found ghost animals. It finally occurred to me that perhaps a ghost feather would work to wake a sleeping spook. I tried to pick up one of the ghostly chickens and wound up holding the feather I'd been after. I returned to the sleeping crew member and tickled his feet a few times. Eventually he dropped his grog bottle.

I pocketed the bottle and returned to further explore the room with the ghost animals. I found a crate that had been nailed, chained, bolted, tied, glued, and welded together. There was obviously something important in there. *Near the crate was a locked hatch in the floor.*

I used the key from LeChuck's quarters on the hatch and descended to a second cargo hold, where I was confronted by a vicious ghost rat. I wanted some of the grease in the tub behind him, but I didn't dare approach the sharp-toothed little demon. Then it occurred to me to pour some grog into a nearby dish, which the nasty creature greedily lapped up. He was soon passed out on the floor.

I scooped up a slimy lump of lard from the tub and went back up to the ship's deck, where I greased the squeaky door. The door opened with hardly a whisper. Inside I found a set of ghost tools... and the entrance to the brig. Surely my beloved Governor was imprisoned therein!

I would have to recover the voodoo root and persuade the natives to prepare some of their anti-ghost brew before I would be able to rescue the Governor. I took the tools down to the hold where I'd gotten the ghost feather, and used them to open the glowing crate.

Inside the crate was the magic voodoo root.

Chapter Twenty: In which I place an order for sarsaparilla and encounter a three-headed monkey

I left the ship and ventured back to the village.

The natives were more than happy to cook up some spirit spritzer. Armed against spectral interference, I returned to the ghost ship to take my revenge.

Unfortunately, by the time I got back, LeChuck was long gone. I learned from the one remaining crew member that LeChuck had taken the ship and the Governor to Mêlée Island.™ The loathsome brigand meant to marry my intended!

As I turned to leave the catacombs, I realized that my ship was at the bottom of the ocean. How would I return to Mêlée? Luckily, Toothrot arrived to save me. He admitted that he had a ship of his own, so we used it to sail back to Mêlée Island.™

Chapter Twenty-one: In which I kick butt

When we arrived at Mêlée Island,™ I hurried to the dock. I wasted little time with the ghost on the dock; the magic seltzer bottle performed just as the natives had advertised.

I ran through town, only to be waylaid by another specter. I was armed and I was desperate, so this spook, who insisted on seeing my invitation to the wedding, became cosmic pudding as well. I dashed into the church and screamed at the minister to stop the wedding.

My confrontation with my arch rival LeChuck was now at hand. As I prepared to destroy him, my love muffin put in a surprise appearance. She had her own plan to destroy

LeChuck! I love a woman who can take charge. I was about to take out the evil ghost pirate myself when he resorted to physical violence, at which, I must admit, he was extremely skilled. He punched me with the style and grace of a three ton truck, er, cannon. I soared in a graceful sweeping arc over the island and lost my grip on my voodoo root beer, my only weapon against LeChuck. Things weren't looking good.

LeChuck punched me again, and yet again. Before I knew it, I found myself inspecting the innards of what I concluded must be Stan's grog machine. A bottle of root beer rolled out as I rolled in. I heard Stan's voice, muffled by the walls of the machine. A few moments later it seemed to me that Stan's voice was rapidly receding into the distance. For some reason, this didn't bother me much. It did bother me when LeChuck pulled me out of the grog machine and wound up to strike me again...

But I, with quick feet and a quicker mind, snatched up the bottle of root beer that had fallen from the grog machine. Armed with a substitute for the magic seltzer bottle, I squirted LeChuck into oblivion.

LeChuck exploded beautifully, lighting the whole island and imparting a fiery, romantic mood to the evening. All the better, for I spun round at a noise behind me and found my honey pumpkin standing there.

She offered to buy me a root beer.

Epilogue: In which I mull over what has already occurred

Looking back, I can hardly believe that I used to be the innocent, unassuming boy that first landed on Mêlée Island,™ eager for fighting and fortunes. Now I'm a man, battle-hardened, wealthy, and still wild about my Governor. There seems to be nothing left for me to do. I could very well live out the rest of my life in perfect serenity and contentedness.

Except, one thing keeps bothering me.

I never did discover the Secret of Monkey Island™...

Things to Try

(In general, look at all the objects in the game, even if you can't pick them up.)

In the town on Mêlée Island:™

Get the fortune-teller to tell you your future.
Talk to all the pirates in the Scumm Bar.
Ask the important-looking pirates about grog.
Talk to the dog in the Scumm Bar.
Play with the rat near the Men of Low Moral Fiber.
Get the PTA minutes from the Men of Low Moral Fiber.
Walk into the alley when you hear someone calling from it.
Try to steal from the store.
Try to steal again from the store.
Try to steal again and again and again from the store.
Look at the sign and the clock.
Walk through all the doors in town.
Release the rat from prison.
Save the game and allow yourself to drown when you get pushed off the dock by Fester Shinetop.

Outside town on Mêlée Island.™

Look at the stump in the forest.
Talk to Meathook before the Governor is kidnapped and get him to show you his talking tattoo.
Look at all of Stan's ships, and try to buy the ones you can't afford.

On the pirate ship:

Read the Captain's log.
Threaten the crew, then try to tell them what the word 'keelhaul' means to you.

On Monkey Island:™

Walk to the far right of the heap o' rocks.
Talk to Herman Toothrot.
Sink your ship with the primitive art.
Tell the natives to look behind them for a three-headed monkey. (Do this twice.)
Look at the skewered people outside the monkey head.
Keep getting captured by the natives and imprisoned in the hut.

On the ghost pirate LeChuck's ship:

Board the ghost ship before using the eyeball necklace.

Endgame (Back on Mêlée Island™):

Let yourself get punched around the island by LeChuck.

More Great Entertainment from Lucasfilm Games™

Maniac Mansion®

Zak McKracken and the Alien Mindbenders™

Pipe Dream™

Night Shift™

Indiana Jones and the Last Crusade™ - The Graphic Adventure

Indiana Jones and the Last Crusade™ - Action Game

Loom™

Battlehawks 1942™

Their Finest Hour: The Battle of Britain™

Secret Weapons of the Luftwaffe™